

<b>Lectures time 10:00-13:30</b>	<b>Topics</b>	<b>Assignments</b>	<b>Goals</b>
<b>Day-1 Monday (15.7.2024)</b>	1 .Introduction (instructors/students)+ course plan 2. Current trends in DHI 3. Interaction Design Methodology	To identify a problem that requires behaviour change from users	To find as many problems as possible
<b>Day-2 Tuesday (16.7.2024)</b>	1. Discussing identified problems (forming groups) 2. Health promotion and brief overview of Behaviour Change Theories (BCT)	Review literature to explore user needs and user studies	To introduce behaviour change theories
<b>Day-3 Wednesday (17.7.2024)</b>	1. Group Presentations 2. Behaviour Change Wheel (BCW), Stage 1	Activity: Identifying the problem 1. Define the problem in behaviour terms 2. List only five target behaviours that need to change to achieve desired outcome 3. Prioritise and specify one/two most important target behaviour from your priority list 4. Identify what exactly has to be changed (motivation, opportunity & capability)	To understand the problem and the inner layer of BCW & improving personas
<b>Day-4 Thursday (18.7.2024)</b>	1. Group Presentations (problem, target behaviours, priorities, issues) 2. Behaviour Change Wheel, Stage 2 3. Behaviour Change Wheel, Stage 3	Activity: Identifying intervention function 1. Select one/two best intervention functions	To select intervention functions & policy categories
<b>Day-5 Friday (19.7.2024)</b>	1. Behaviour Change Wheel, Stage 3	Activity: Identifying intervention strategy 1. Design intervention strategy	Activity: Identifying intervention strategy 1. Design intervention strategy
<b>Day-6 Monday (22.7.2024)</b>	Workshop: Persona	Designing personas related to the behavioural problem identified	Desining Personas
<b>Day-7 Tuesday (23.7.2024)</b>	Scenario Design	Designing scenarios for the identified problem	Scenario design
<b>Day-8 Wednesday (24.7.2024)</b>	Lo-Fidelity Prototypes	Sketching low-fidelity prototypes for the intervention design	Low-fidelity prototypes
<b>Day-9 Thursday (25.7.2024)</b>	Evaluation of Prototypes; improving protoypes	Finalizing project and preparing final presentations	To test low-fidelity prototypes and final presentations
<b>Day-10 Friday (26.7.2024)</b>	Presentations		